GV 967
.S3
Copy 1

WHY GOLF ?

by
Abel Dubb

Why Golf ?

by

Abel Dubb

Compiled & Illustrated
by
John B. Sanborn

GV967
.S3

Index

Definitions Page 1
Rules for play in stroke competition Page 4
Glossary Page 8
What to wear Page 10
"Ten Helpful Hints" Page 13
Forms of clubs Page 24
The Game Page 28

OCT 15 1921

©CL A627260

no 1

Preface

In producing this booklet the author has tried not only to explain why golf is played, but also to give instructions sufficiently clear to make an expert player out of every reader. Its contents should be read carefully and completely, and the reader should then proceed to put into practice the knowlege he has gained. A word of caution is necessary however. Do not let your professional see the book, or know that you have read it. Professionals will insist that you follow their instructions, keeping your head still, your eyes open, your fingers crossed, etc. Pay no attention to them, they can only play well, they can't tell how to do it.

Abel Dubb.

DEFINITIONS

Player

(1) A player is the person who is supposed to hit the ball. He owns but does not carry the clubs. He hires a caddy *unless* he is a poor player. A player is supposed to know how to play the game, tho it is not necessary.

Caddy

(2) A caddy is the opposite of a player. He may be distinguished by his size or sex, and his knowlege of the game. Frequently used in locating a lost ball. A caddy can but may not tell a player how to play the game.

Club

(3) A club is something belonging to a player or to which he belongs Both are essential. The clubs hang out of the bag, the player hangs out at the "club house" Clubs are used for hitting the ball, tightening loose heels, filling the bag, lifting sod, etc. For shapes see Page 24.

Ball

(4) A ball is the thing hit by the club and the player. The reverse is inadvisable. Each player should have at least one ball if playing singly.

Lost Ball

(5) A lost ball is one which cannot be found.

Tee

(6) The tee is where the player stands to start the hole. The first tee is where most players fall down.

Hazard

(7) A hazard is a nuisance. Generally found where the ball lands.
Horseshoes are not hazards.
Caddies are not hazards.
Rivers, lakes, and oceans are not hazards if far enough away.

Hole

(8) A hole is the end of a hole. Frequently the finish of a player. It is marked by a red or white flag entirely surrounded by green.

Green

(9) A green is an area around the hole where the grass has been cut

Holing Out

(10) Holing out is done by the player. Should be distinguished from "balling out" which is done by the opponent. Holing out is generally done best after the stroke or the game.

Honor

(11) Honor is something to be aquired. Some players never have it. Should be distinguished from honesty. Same definition.

Addressing the ball

(12) Done either vocally or with a club. It is done before hitting the ball if a club is used and after if done vocally. Players frequently address the ball with odd names.

Score

(13) Scoring is one reason for playing. If betting is done the higher the score the poorer the player.

Rules for Play in Stroke Competition

Rule I

Advice etc.

(1) A player will not take advice from his own father.

Rule II

Order of starting

(1) The poorest player must start first
(2) If there is any argument a trial shot may be taken.

Rule III

Own Ball

(1) If the opponent have a better lie a player may request him to trade
(2) The opponent is not obliged to accede.

Rule IV

Booing

(1) When a player has swung and is about to hit the ball, the opponents sometimes shout "Boo." This is called "Booing."
(2) Booing is prohibited in match and medal play. Permissible in horse play.

Rule V
Wrong Ball

(1) If a player find a ball with a better lie than his he may play it.
(2) He may play it if no opponent sees him.
(3) Player must ask caddy to get right ball.
(4) Caddy need not do it unless bribed.

Rule VI
Fan

(1) If a player fan at the ball without hitting it he may claim it to be a practice stroke not to be counted.

Rule VII
Fainting

(1) If a player faint from shock after making a hole in one or an extraordinary putt no playing should be permitted until he has come to.

Rule VIII
Stealing balls

(1) A player may not steal his opponent's ball.

Rule IX
Lost ball

(1) If a player lose a ball he can drop one behind his back and shout, "Here it is."

(2) This must not be done within a stone's throw of the opponent if there are any stones near.

Rule X
On the Green

(1) A player may make a combination shot or billiard into the hole using his opponent's ball.

(2) The player must make such a shot with the lower end of the putter and not with the handle used as a cue.

(3) Billiards do not count as strokes.

Rule XI
Strokes

(1) A player may use as many or as few strokes as possible.

Rule XII
Beaning

(1) A player must not bean his opponent unless necessary.

Rule XIII
Talking etc.

(1) A player may talk to, but not ask questions of an opponent who is putting.

Rule XIV
Chewing Gum

(1) Chewing gum may be removed from the mouth, ball, clubs, or hands, or trousers at any time during or after the match.

Rule XV
Sneezing

(1) Sneezing may be done when necessary.

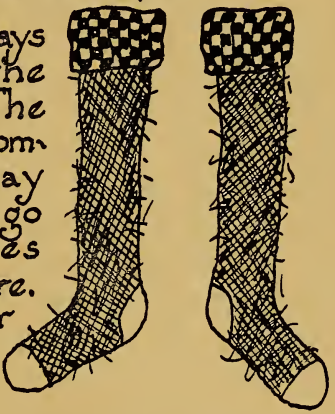
GLOSSARY.

APPROACH - A shot intended for the green.
BOGEY - A good score - darned good.
BONEHEAD - A player who does not replace the flag.
BRASSIE - A wooden headed club with a brass sole.
BEGINNER - A wooden headed player with a brass soul.
BULL - Used in relating score.
CADDIE - An added expense.
COCO - Tired, weary, exhausted.
COURSE - Something followed by the player.
CURSE - Something following a player.
DORMY - See Professional Handbook.
DAMN - A swear word.
DRIVER - See Page 24.
FOURSOME - One more than a three some.
FORE - Shouted before or after hitting a person.
GOLF - A game.
GOOF - A bonehead, a dumb-bell.
GOBBLE - A putt, a quick lunch.
GOPHER - One who makes holes.

HOME-Where slow players should stay
HEAD-The important part of the club and player.
HALF SHOT-Obsolete.
HORN IN-To start at the second hole to avoid paying fee.
IGNORANCE-90% of poor playing.
JOKE-Something to be laughed at, Sometimes a player.
LIE-Position of the ball. Also used in reporting score.
LEGS-Lower part of male player.
LIMBS-Ditto, female.
LICKER-Obsolete.
ODDS-Part of a bet. The more odds the better.
PANTS-Worn by male players.
PENALTY-A reward for going out of bounds.
PUTT-To putt.
SLAM-To wallop the ball.
STYMIE-An excuse for playing ahead of an opponent.
STANCE-Doesn't mean anything.
WOMEN-A method of slowing up the game.

What to Wear

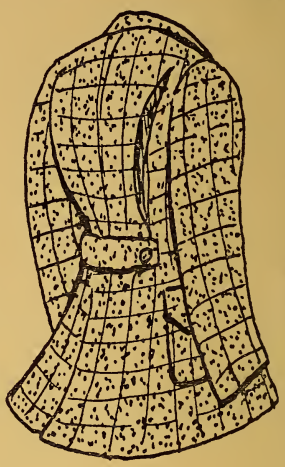
The derby hat will be found very satisfactory for golfing. It offers protection from the sun and flying balls and also is a splendid place to keep score cards, extra balls, etc.



Socks should always be worn inside of the shoes for comfort. The style shown are recommended for everyday wear. They should go at least 1000 miles without a puncture. Most players prefer wool socks as they stand up better.

There is little choice in the matter of collars. Stiff collars become soft in warm weather and soft ones remain soft. It is therefore recommended that a soft one be worn. The cut shows the "Cleek", a popular model.

The suit is a very important item of a players equipment. A good golf suit is practically necessary. It gives the player that easy, careless feeling, and when made with box pleats it hides the shoulder blades. The suit may or may not include trousers or pants. Some players prefer to wear them.



The model shown is a natty job by the Perfection Tent & Awning Co. It is made with patched pockets and reinforced change pockets. It can be had in a large variety of denims, tweeds, or burlaps either plain or checked. Most clubs are not responsible for suits unless checked.

Trousers may be worn with suspenders or belt. Suspenders are popular when no coat and a derby hat is worn. The style used by firemen are the strongest.

The prospective golfer should use great care in choosing his shoes. They should be made of the best canvas or leather and should be large enough to include all bunnions, callouses or corns, otherwise it will be necessary to cut holes or slots in them to make proper standing possible. Patent leathers and bedroom slippers should never be worn on the course before six o'clock.

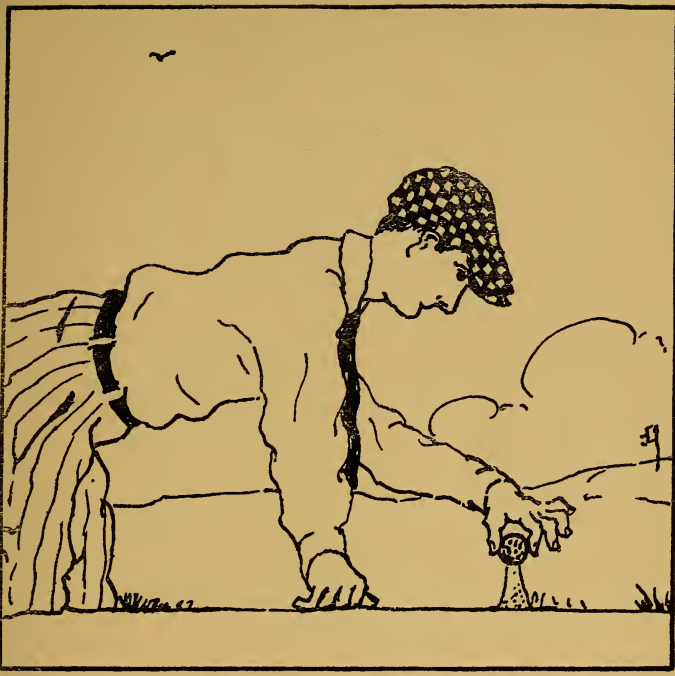
Too little attention has been paid in the past to the style of sole used. Local rules in most clubs prohibit spikes on the dance floor of the house and players are gradually adopting the nobby tread and other non-skid forms, but there is nothing like a good leather sole when the feet are rubber tired.

The shoe shown above is a good all around model - all around the foot. It cannot however be used for putting. A putter will be found to be far superior for this purpose.

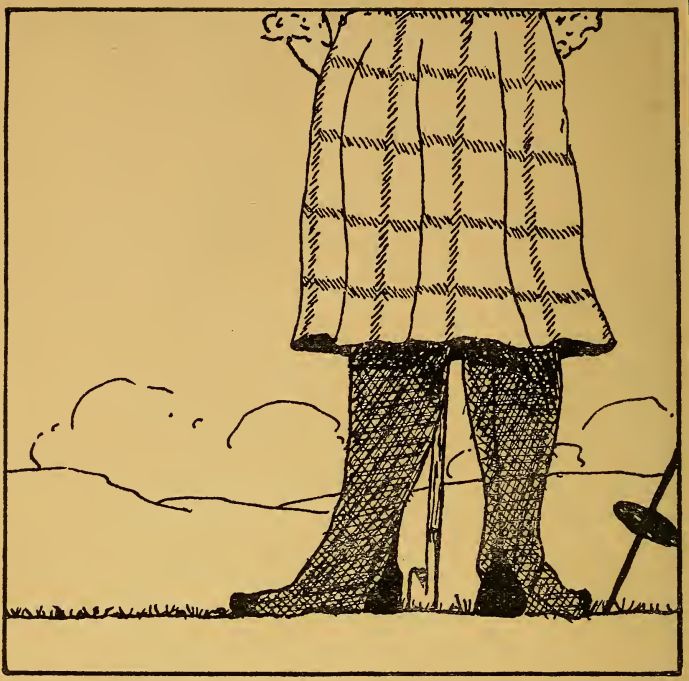
Ten Helpful Hints

In the following pages will be found ten illustrations with descriptive matter, never before published. The beginner or amateur player will find these invaluable as they cover situations rarely referred to in books on the game.

The Editor.



Teeing up should be done very carefully with the ball grasped firmly between the thumb and forefinger of the left hand. The illustration shows a high tee which should be used if the player has a tendency to "top" the ball.



Ladies wearing slippers with French heels will find it more comfortable to remove them while on the green. The heels sink into the soft turf and while the marks may eventually disappear the uneven footing sets one off one's balance.

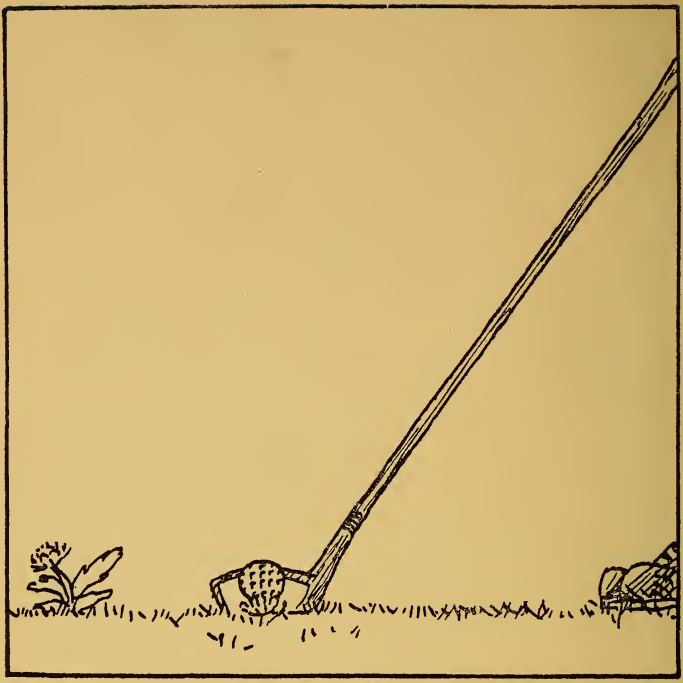
A ball landing in a water hazard may be played from it if the player desires, and if he does not play over his head. However, one should be careful to replace all water removed and to wear pre-shrunk socks to avoid exposure.

A match standing on the eighteenth green while computing scores or paying obligations or caddies should spread out to lessen the danger of being hit by the next match. A player hit must notify the approaching match which way the ball bounced

When the marker is removed from the hole for putting, drive it diagonally into the green using a club if necessary. This will warn the following match that it is not in the hole and they will thank you if the Greens Committee does not.

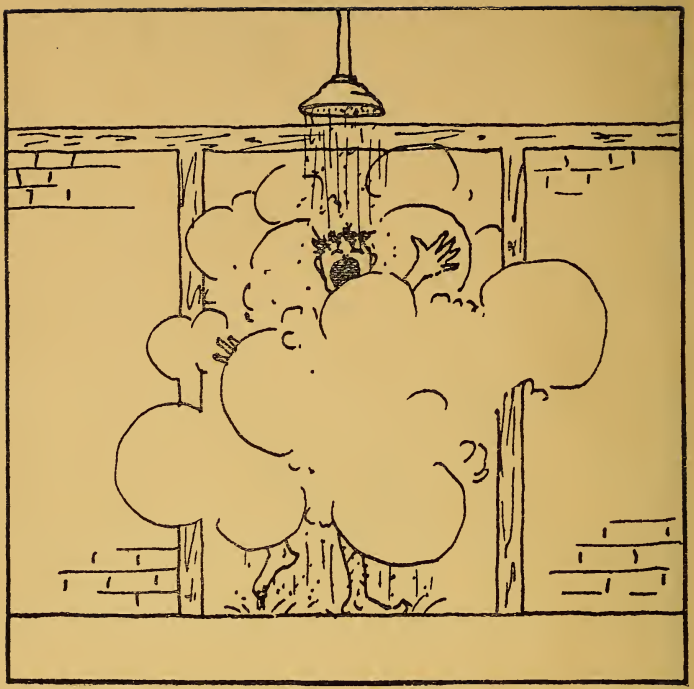
Here we have a tragedy of the turf. It is unavoidable in the early stages of the game. If it happens to you remember the location and sometime within ten days replace the turf using plenty of care and water and tamping well.

If a lost ball is not found within fifteen minutes, it is a good plan to signal the following match to come up and assist in the search. If they do not wish to assist, they should at least encourage the searchers and point out possible places.



Most players, as beginners are particularly skillful at hitting dandelions, cigar butts, match boxes, etc. in practice. Why not extend their use and tee up the ball on them? It will insure perfect shots when all other methods fail.

A great deal of time may be saved between holes if the player will run to his ball, making sure that the proper club is carried for the next stroke. Much time is lost by players walking between strokes and this method will be found to be effective in reducing the waist.



And now we come to the shower. This is said to be the best part of the game and sufficient attention should be paid to it. Avoid unseemly waste of hot water resulting in the calamity shown above. A player may be roasted but never scalded.

FIG. 1

FIG. 2.

FIG. 3

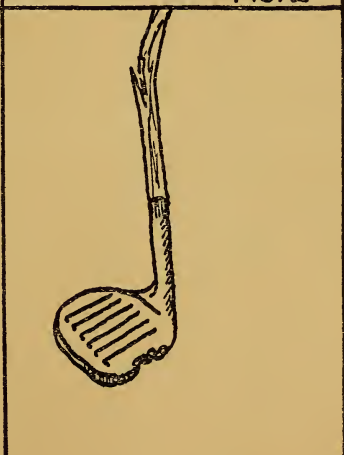


FIG. 4

Forms of Clubs

The Driver - Fig.1 shows a popular make of driver. This is a heavy wooden club used for driving the ball long distances (from 8 feet to 300 yards according to the skill of the player.)

The Mid Iron - Fig.2 shows a left handed mid-iron. This is a highly popular form of club. Can be used for driving, mending tee boxes, or pulling balls out of ponds. It is called mid-iron because it reaches halfway to the green sometimes.

The Smashie - This club also iron is illustrated in Fig.3. It is used for getting in or out of trouble. It has a wooden shaft easily broken or mended and keeps well in the bag.

The Niblick - This club as shown in Fig.4 has a steep face and is used for raising the ball but it is not as good a raiser as the Gillette shown in Fig.6. The niblick is also used for removing sand from the traps.

FIG. 5

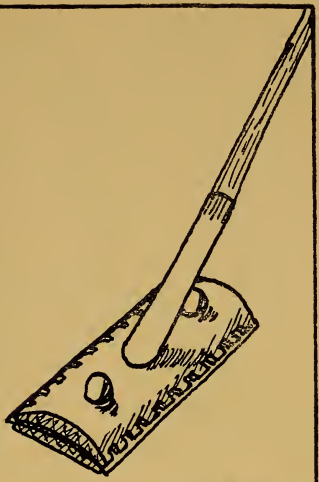


FIG. 6

FIG. 7

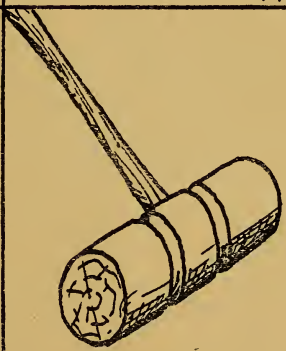


FIG. 8

THE PUTTER – Fig. 5 shows one of several forms of putters. They are used for pushing or hitting the ball. The putter is a sturdy club and its shaft is rarely broken except in anger.

THE GILLETTE SAFETY – This is a patented club illustrated in Fig. 6. It is used for removing stubble. Cannot cut the skin of the ball. It is a surprising club and can easily relieve one of a day's growth.

THE SINN FEIN – Fig. 7. Used for putting the reverse English on the ball in putting. This is the ace of clubs and three of them will beat any two pair.

THE MALLET – Fig. 8. Highly recommended for beginner and near sighted players. Usually used with a large ball. It is a wicket club if used correctly. Does not rust and is very difficult to break.

The Game

Golf was invented by a Hollander about 1200 A.D. and the rest of the human race has been trying to discover how to play it ever since. It has been criticized by wives, sweethearts and ministers for taking too much time. It has been boosted by husbands, doctors, and real estate agents. It stands approved. As a method of hardening the muscles and keeping the arteries soft it has no equal. It brings one into more intimate contact with grief. Many a player, having waited two hours to start and having made a prodigious swing, has struck the ball squarely — on top, sending it leaping and bounding — ten feet. Only a strong spirit can stifle a sob under such a disappointment.

There are scoffers who call it an old man's game. It is! It is an old game and a man's game. For who has not ended a round after carrying eighteen clubs and

eighteen useless pounds of flesh, without creeping to the locker room there to lament and wish that he could keep his nine hole score down to his age.

It has been the author's privelege to indulge in every modern sport from Leap Frog to Pinochle but in all his vast athletic experience he has found no game in which there was so much room for enjoyment and improvement by the athlete as in the game of golf.

Golf should be taken seriously. Do not laugh at a player if he uses a driver for putting. He may be working on a new theory, and besides he might hit you with it. It is of course desirable to maintain a cheerful attitude at all times and to be just as polite as you would be in the subway or at a bargain sale. Cultivate self control and when you make a birdie laugh it off as though you had expected to make it.

THE END

LIBRARY OF CONGRESS
0 020 237 041 A

Copyright, 1921
John B. Sanborn
Evanston, Ill.